

EZPull SRX-01SC Sporting clays Receiver Setup Manual

Connecting the Receiver to the Trap

The SRX01 is a remote switching device designed for use with 12VDC Sporting Clays trap machines.

WARNING: DO NOT CONNECT THE RECEIVER TO THE TRAP MACHINE BEFORE GOING THROUGH THE FOLLOWING PROCEDURE!

1. Determine if your trap uses "Negative" or "Positive" release:
 - 1.1. If applying the "Switch" line to Ground (Battery -), releases a target, it is a "Negative" release. If applying the "Switch" line to the +12V releases a target, it is a "Positive" release.
 - 1.2. You can also measure the voltage on the "Switch" line in reference to Ground (BAT-). If the voltage on this line is approximately the battery voltage, it is a "Negative" release trap.

WARNING: Powering from any device supplying more than 15 VDC or from any AC source may damage the receiver!

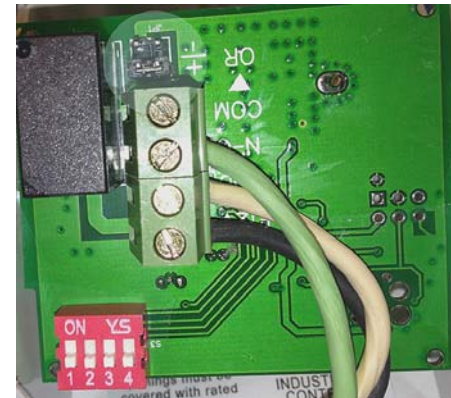
2. The SRX01 may come wired with a 3 wire or 4 wire cable:
 - 2.1. **Wiring SRX01 with a 4 wire cable** - Connect the cable to a plug suitable for your trap machine according to table below:

Wire Color	Connect to
RED	+12VDC
BLACK	GROUND (-)
BLUE	Trap Switch N/O (Trigger)
YELLOW	Trap Switch COM
	For Positive release connect together with RED
	For Negative release connect together with BLACK

- 2.2. **Wiring SRX01 with 3 wire cable** - Connect the cable to a plug suitable for your trap machine according to table below:

Wire Color	Connect to
BLACK	+12VDC
WHITE	GROUND (Battery -)
GREEN	Trap Switch (Trigger)

- 2.2.1. Set the release mode:
Place the receiver on a dry surface. Remove the clear cover from the receiver box. The screws should not be removed from the cover! Be careful not to break the water proofing silicone gasket in the cover!
- 2.2.2. Verify the shunt on the jumper below the terminal block is set on (-) for "Negative" release or (+) for "Positive" release.



- 2.2.3. Replace the clear cover. Ensure the water proofing silicone gasket is set in the groove on the cover and replace the clear cover on the receiver box. **DO NOT** use power tools! Do not over tighten the screws as this may damage the gasket.

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3. You can now connect the SRX01 receiver to the trap machine. A Blue LED should glow indicating the receiver is ON.

WARNING: Do not exceed the maximum ratings!

- * Maximum Trap switch current < 2Amp
- * Maximum DC Trap switch < 30VDC
- * Maximum AC Trap switch < 250VAC

Receiver LED Indicators

The receiver is equipped with Blue and Red LED light indicators.

1. The Blue LED is normally on but when the receiver senses significant radio traffic, the Blue LED goes off causing the LED to appear as if it is flashing. This is useful for troubleshooting.
2. The Red LED is normally off and provides the following indications:
 - 2.1. When a Target command is received, the Red LED turns on momentarily.
 - 2.2. After each target release, the receiver checks the battery condition. When the receiver detects a low battery (LED ACID 12V battery), the Red LED flashes few times.
 - 2.3. When in Pairing mode (see below), the Red LED is on steady.

Mounting the Receiver:

1. The receiver must be mounted vertically with the antenna (copper coil) facing towards the sky.
2. For optimal performance, the receiver should be mounted a few feet above the ground and a few feet away from the Trap, preferably with a "*line of sight*" to the transmitter.
3. The SunGuard Step-In Post 3/8" 4 ft from Kencove http://www.kencove.com/fence/Fiberglass+Posts_detail_F38SSG.php is a low cost and effective mounting solution.



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Pairing the Receiver with the Transmitter

Each shooting station requires a transmitter and receiver(s) on the same unique address code.

For setting the address on the transmitter, see the setup manual for your specific EZPull model.

The SRX receiver is "Paired" with the EZPull on the desired Trap number by simply pressing the specific Trap release key on the transmitter.

1. Ensure the receiver is powered up. A Blue LED should glow steady. A flashing Blue indicates EZPull systems are being used by neighboring shooting stations.
2. To avoid mismatch with neighboring shooting stations, ensure EZPull systems on other fields/stations are not being used during this procedure.
3. Locate the magnetic Pairing switch on the receiver. It looks like a red bar under the center of the clear cover.
4. Hold a small magnet directly on top of the Pairing switch. Blue and Red LEDs will start alternating. Keep holding the magnet until only the Red LED glows steady and remove the magnet at once. The receiver is now waiting for a "call" from a transmitter.
5. Press the respective target key on the EZPull transmitter. If Pairing is successful, the lights will flash rapidly and the receiver will revert to normal operating mode.
6. Press the target key on the EZPull transmitter again to verify pairing. The Red target LED should glow momentarily.
7. Troubleshooting Pairing:
 - 7.1. If the Red LED remains steady, check that your transmitter is working, or try with another transmitter.
 - 7.2. If the Red LED goes off without flashing rapidly, the pairing failed, try again.
8. To abort Pairing mode, place the magnet above the Pairing switch and remove it at once, the Red LED will go off and the Blue LED will turn on.

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Special Features:

The SRX-01SC has a DIP switch for special settings:

1. Release Delay: the SRX-01SC can be set for a delayed release. This feature replaces expensive timers and is useful in setting precision timing on following pairs. Switches #1 and #2 control the release delay:

Delay (Sec)	Switch	
	#1	#2
0	OFF	OFF
1	ON	OFF
2	OFF	ON
3	ON	ON

2. Latch time: the SRX-01SC can be adjusted for the duration of closing the Trap's release switch. When the battery is low, some traps may require a longer period to release a target. The latch time is controlled by Switch #3:

Delay (Sec)	Switch #3
0.4	OFF
0.6	ON

3. Reload time: this feature is reserved for target controllers that can throw a following pair from the same trap (example: AA). The reload time is controlled by Switch #4:

Delay (Sec)	Switch #4
2	OFF
4	ON

4. The default settings - all switches are OFF.

Troubleshooting:

Always use comparative approach to troubleshooting. If both receivers don't work, the problem is most likely with the transmitter. If a transmitter works with one receiver but not with the other, check that receiver, etc.

1. Receiver does not throw targets. Stand close to receiver. While observing the LED indicators, press the respective key on the transmitter:
 - 1.1. No lights – Check the receiver has power. Check that transmitter indicators are on when you press the key.
 - 1.2. Red light on receiver turns on and Blue light goes off momentarily– the target command was received – check wiring to trap.
 - 1.3. Blue light goes off momentarily but no Red light – check pairing with the transmitter. You may need to follow the pairing procedure described above.
2. Receiver has no lights:
 - 2.1. Check power, wiring to the trap, etc.
 - 2.2. Unplug from trap, wait 10 seconds and plug again.